

WHAT IS CLAIMED IS:

1. A competitive educational driving board game for a plurality of players, which comprises:

(a) a game board having a plurality of paths representing roadways and having a plurality of spaces located therein, and having a beginning space and an ending space;

(b) a plurality of icons, each of said icons representing a motor vehicle for movement along said plurality of spaces on said board;

(c) a plurality of game cards, each of said plurality of game cards having instructions thereon representing an event, an icon movement, an icon freeze, a fine, penalty, or bonus;

(d) at least one chance device to determine movement of said icons along said plurality of

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spaces by generally sequential use of said chance device by a plurality of players for competitive movement along said plurality of spaces and,

(e) instructions setting forth rules for playing said competitive educational driving board game;

wherein said instructions direct a plurality of players to move along said plurality of spaces in accordance with the outcomes of said chance device with an object of the game to move from said beginning space to said ending space and to incur fines and penalties for violating rules of the road of said instructions.

2. The competitive educational driving board game of claim 1 wherein said starting space and

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said ending space is the same space.

3. The competitive educational driving board game of claim 1 wherein said plurality of paths include roadway indications including stop signs and one-way signs.

4. The competitive educational driving board game of claim 1 wherein said plurality of paths include roadway instructions including divided road way representations with passing zones and no passing zones.

5. The competitive educational driving board game of claim 1 wherein some of said plurality of spaces contain signal light representations of

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green lights, red lights, and yellow lights, and wherein said game cards include one of said signal lights such that when a player lands on a space with a particular signal light color, the player must select a game card having that color signal light.

6. The competitive educational driving board game of claim 1 wherein said game further includes a billboard with illustrations which include a speeding chart, a board violation chart and an alcohol level chart.

7. The competitive educational driving board game of claim 1 wherein said chance device is selected from the group consisting of a die,

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dice, a spinner board and combinations thereof.

8. The competitive educational driving board game of claim 7 wherein said chance device includes a spinner board having a first spinner and a second spinner wherein said first spinner is located on an alcohol level layout and said second spinner is located on a speed layout.

9. The competitive educational driving board game of claim 8 wherein a portion of said game cards relate to violations which direct a user to spin one of said first spinner and said second spinner to determine the gravity of the violation and to derive penalties and fines therefrom.

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10. The competitive educational driving board game of claim 1 which further includes a plurality of drivers license cards for a plurality of players, which license cards may be suspended or revoked during game play.

11. The competitive educational driving board game of claim 9 which further includes a plurality of drivers license cards for a plurality of players, which license cards may be suspended or revoked during game play in response to specified spinner outcomes.

12. The competitive educational driving board game of claim 1 which further includes a space designated as a director space and said

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instructions dictate that the first player to arrive at the director space will be given specific special authority to resolve disputes and to specify fines and penalties within specific ranges.

13. The competitive educational driving game board of claim 1 wherein said instructions and other components of the game include rules of the road and fines and penalties corresponding to state law.

14. The competitive educational driving board game of claim 1 wherein said starting space is a parking lot having sufficient parking spaces to accommodate a plurality of icons.

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15. The competitive educational driving board game of claim 1 wherein said game further includes a coin having a positive outcome on one side there of and a negative outcome on the averse side thereof for specified event resolution.

16. The competitive educational driving board game of claim 1 wherein said game further includes a rapsheet for maintaining player penalties and fines.

17. The competitive educational driving board game of claim 1 wherein said chance device is at least one die.



18. The competitive educational driving board game of claim 17 wherein said die is a cube having one blank side and having five remaining sides with count indicia selected from the group consisting of 1, 2, and 3.

19. The competitive educational driving board game of claim 1 wherein said icons are in the form of automobiles.

20. The competitive educational driving board game of claim 1 wherein said pathways include spaces with road line passing designations, spaces with no passing designations, and spaces with divided roadway designations.